

URC1-04



# The Road to Radigast

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

by Michael Kenyon

You are recruited to carry a message of great import, but this task won't be easy. Can you avoid hazards on the open road and make it through to your goal? Or will you be stopped dead in your tracks?



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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

## Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-*Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-*Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

## LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th
T4:	33-42	36-46	39-50	42-54	10th
T5:	43-52	47-57	51-62	55-67	12th
T6:	53-64	58-70	63-77	68-83	14th
T7:	65-76	71-84	78-92	84-100	16th
T8:	77-88	85-97	93-107	101-116	18th
T9:	89-100	98-111	108-122	117-132	20th
T10:	101+	112+	123+	133+	<none>

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

## Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

## Adventure Summary and Background

This adventure takes place between the 10th and 17th day during the month of Planting. It is early spring.

This adventure tasks the PCs to get from point A to point B by way of an overland hike or a river journey. The PCs must relay important information crucial to the security of the county to court—secret plans obtained by a Rover of the Barrens about the lands of Iuz. Motivations for participating in this adventure should be tailored for the individual PC. The following are some suggested motivations:

- **Protecting the flock (for religious characters)** – The information carried details the machinations of Iuz and his minions. Delivering it to court will most likely aid in the protection of the good people of the realm.
- **Civic Duty** – Your country calls. Do you need a better reason?
- **An appointment to meet in Radigast City** – You were going there anyway. Staying on the good side of the politically powerful is always a good idea.
- **Escaping a shady past** – You stole some coins, or the heart of someone betrothed to another. Maybe you were framed, maybe you weren't. If you keep moving, your past is less likely to catch up with you.
- **Wanderlust** – Why not go? It sounds like fun.

Before play begins the DM should determine where all the PCs are coming from and what their general motivations for taking the trip are. He or she should work these into each PC's purpose for participating in this adventure, and the reason why individual PCs are currently within Azragorn's domain. Or, to save time, the DM may want to "spill the beans" a little and tell the PCs the basics about where they are, and what they will be called to do. By doing this each of the players can weave motivations into his or her character's introduction before you read the adventure's introduction.

### Adventure Summary

PCs can progress along two different paths in this adventure. Chart 0.1 shows an event tree for this adventure. Each of the encounters is numbered and named. Depending on their choices, PCs will go through a different set of encounters.

#### By Sea Encounters

**Encounter 1 - Rhennee:** The PCs interact with a Rhennee barge family encountered on their trip down the Franz River. This gives them an opportunity to learn about these enigmatic folk, as well as a chance to gain clues about their future fate.

**Encounter 2 - Drowned Boat:** The PCs discover a sunken boat. If they explore the boat, they may run afoul of the souls lost within.

**Encounter 3 - Drowning Child:** The PCs pass a young couple and child who are picnicking along the shore. The child falls into the river, and the PCs have to save him.

#### Overland Encounters

**Encounter 4 - The Suel Tomb:** Finding shelter from a fierce rainstorm, the PCs find a briar concealing the entrance to an ancient Suel tomb.

**Encounter 5 - Camp Rats:** This is a comic relief encounter encouraging players to be cautious of the vermin of the open plain. They will likely lose some gear, but will otherwise be unhurt. The vermin may plague one PC for a while longer. *This is an optional encounter that only takes place if the PCs did not desecrate the Suel tomb.*

**Encounter 6 - Wolverine Attack:** The PCs stop for lunch at a nice secluded spot. They are attacked by a wolverine that is wintering in the same spot where the PCs are taking their mid-day meal. The PCs are given the option to leave the beast alone, which may be their best option. *Optional: This encounter only takes place if the PCs doesn't choose to explore the Suel tomb.*

#### Joint Encounters

Regardless of how the PCs travel, some of their trip will be overland and they will encounter the following:

**Encounter 7 - Knights of the Pale:** The PCs encounter a detachment of the Knights of the Pale. The knights are on their way back to Radigast City. They are accosting a serf family who refused to give them shelter. The PCs must protect the family without injuring the thickheaded knights.

**Encounter 8 - A Secret Meeting & Summoned Enemies:** The PCs overhear a conversation as they approach Radigast. If they are cautious they can learn some useful, if not puzzling, information.

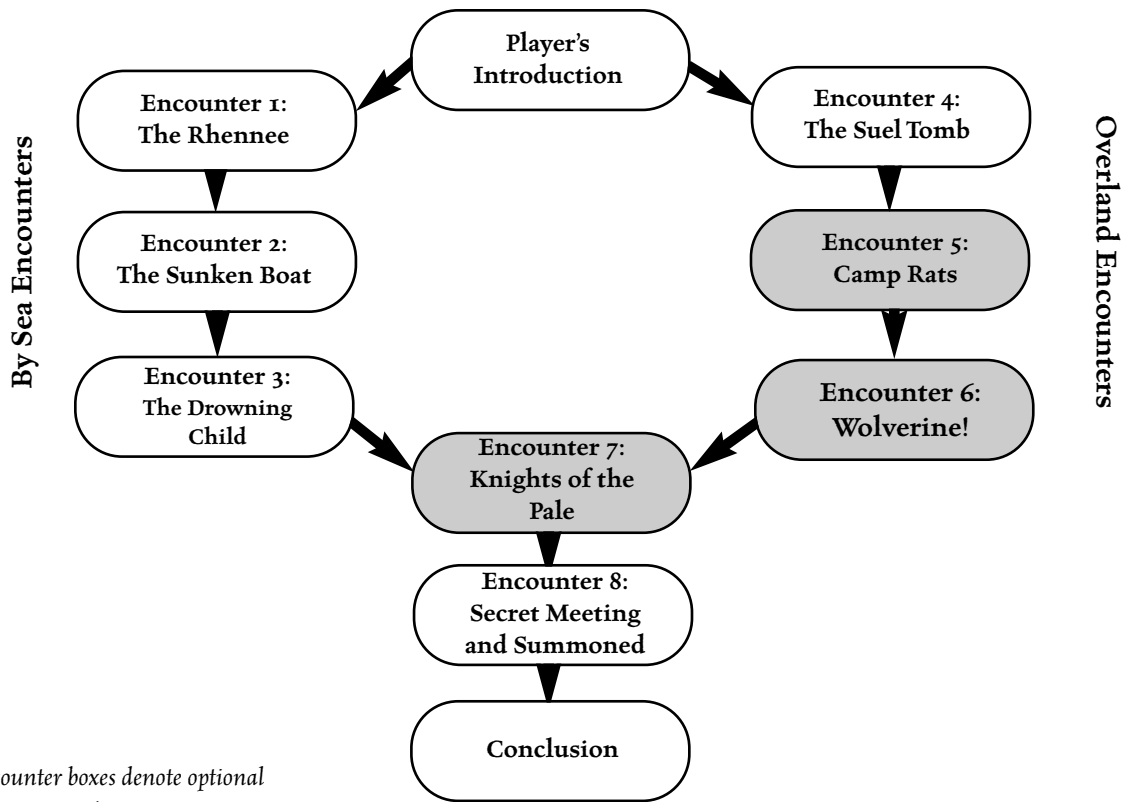
## Introduction

### Intro for Those Who Played Mysteries of Crystal Springs

Many players may have played the Mysteries of Crystal Springs. Those who have get the following additional information:

After exploring the strange caverns of Crystal Springs, you have spent the early winter months in the Margravedom of Azragorn. These lands lie along the shores of the Franz River, just south of Dosseldorf. You've spent a quiet winter here enjoying the pleasures of the Margrave's domains.

## Adventure Flow Chart



### Players' Introduction

Before the players' introduction is read, the DM should take each character aside briefly and inform them that for whatever reason, they have found themselves in the northern margravedom of Azragorn. They have been called together to carry a message to Radigast City.

Do not read the following box text verbatim. Rather, play it as an interaction with the players.

You are ushered into the keep of Uldric Azragorn, third son of Aramar Azragorn the head of House Azragorn. His Lordship, the Margrave, has ruled over the small border keep along the Franz River for the past eight years, and during that time the keep has profited under his benevolent hand. Spending the winter here you have come to appreciate the benefits of having a just and capable person in command of this small and remote outpost.

The call came at three bells—which also serves as the call for the night's last watch. Most of you were already asleep. Some of you may have been red-eyed at the local tavern—the Sign of the Drunken Bear. Whether deep in sleep or in nighttime intrigues, a servant bereft of his master's device, approached you. This servant claimed that the lord of the keep begs audience with you now, at this most unseemly hour.

You were brought to a small but cozy room on the first floor of Uldric's keep. The fire ebbs in the fireplace, casting long shadows about the room. You were not the only one to be called to Uldric's presence. With you are a number of others that you have recently seen about the keep. Some are friends, while others are merely familiar faces.

In the center of this room stands a sturdy wooden table with fresh bread and cheese lain upon it. Tapestries attempt to keep the night draft out, with only limited success. A servant enters with a pitcher of weak ale and several handcrafted wooden goblets.

Stop here and let the Players introduce their characters. When they are done, continue:

Your conversation is interrupted by the appearance of your host. All of you know Margrave Uldric by sight. His keep is small and he often mingles with his people. None of you have ever seen him as haggard as he appears tonight.

"Good morning. I'm sorry to call on you at this early hour, but it is best to discuss some things under the cover of night.

"Recently a stranger, named Mathias, appeared at our gates. He has made his way out of the heart of Iuz's lands and into our care. Mathias has been most generous in passing on information

that he has gathered along his path. Some of this information would be most useful to both the Countess and Lord Underley. With spring so close at hand, raids by the dark dwur may follow the fair weather. Because of these anticipated raids, I cannot spare a detachment of troops to escort this information to Lord Underley in Radigast City. I therefore entreat you to carry this letter bearing what we have learned from Mathias to the care of Lord Underley in Radigast. The seal of Donnellford pressed on the letter will ensure that you find a warm reception when you arrive. The agents of the Demon-Spawn are everywhere and I would rather not have any complications. Therefore, I would have you pose as simple travelers. Travel the route you think best, but see that this letter reaches Radigast City within a week and safely.”

He reaches into his tunic and produces a wax-sealed envelope. The seal depicts a single raven in flight. He places the envelope on the table along with a small pouch of coin. Uldric tilts his head and says, “for your expenses.”

At this point what happens is left up the DM. Uldric cannot conceive that anyone would second-guess his request or demand pay for the privilege to serve. Any request for further compensation will first be met with brief shock followed by thinly concealed anger. He strongly believes that their reward is service to the crown.

Beyond what he has already done he will offer no further assistance. He does not have any boats to spare—they are needed for river patrols. He advises against traveling by horse—mounted riders are generally assumed to be nobility, and as such, a spectacle. If they insist upon further pay, he will dismiss them. Inform the players that the round is over.

The pouch contains 35 gp, and 25 sp. These funds should be sufficient to get the PCs most of the way without having to have them dip into their own funds for the trip.

If the players open the letter, note this action and the letter contents on the Significant Events Summary sheet found at the end of this adventure. The letter itself opens with greetings and flattery, and continues on as gibberish. The relayed information of the letter is, of course, in code. A successful Decipher Script check (DC 25) can break the code, but only relays troop positions within the land of Iuz, and a group of thirty or so admitted rumors about Old Wicked’s plans for the good nations of the Flanaess. Some rumors are as frightening as plans to replace powerful bandit lords in the Bandit Kingdoms with shape-shifted wizards, while others are just downright silly, such as plans to disrupt the Festival of Fallen Knights in many kingdoms using Shadowclaw agents. While novel and interesting, the information is probably only useful to rules of nations and those higher ups that plan for the tactics for defending those nations.

## Where Now?

There are two probable courses of action that the PCs will most likely take at this point: Gain passage from a boat heading down-

river, or traveling by foot across country. Each of these options is dealt with below.

## Going on Foot

Most PCs will choose to walk overland. This path is an opportunity to describe the County of Urnst in spring. Some thing the PCs see should be stressed while describing the PCs progress throughout the countryside.

First, the Southlands are an agricultural area. It’s just after the spring planting and most of the plants are still no more than seedlings. There are no roads that travel directly from the margravdom to Radigast City. The PCs will have to cut across farmland until they approach Brotton and then follow a road from that city to Radigast.

Secondly, the County of Urnst is a feudal state. The PCs will pass numerous feudal manors scattered across the farmlands. These manors can be found every 5-10 miles or so. The largest communities the PCs find are hamlets of up to 50 people who dwell within 5-10 houses. These hamlets typically support neither inn nor tavern. PCs will have to bargain with farmers for a space in their barn on upon their floor if they want to sleep in a structure when traveling along this overland route. Most farmers will be more than happy with 1-2 sp per person in either coin or trade (Diplomacy, DC 8), but sometimes will give shelter for either a song or story (Diplomacy, DC 15), but if angered or insulted the common folk may ask for as much as a gold piece for the privilege of sleeping on their floor along with their dogs and pigs (Diplomacy, if the PCs roll a natural 1).

## Hiring a Boat

There is frequent boat traffic up and down the Franz River and Donnellford Keep. The keep is a minor destination for most ships heading toward High Mardreth and Radigast City via the Nyr Dyv. Still, your attempts to hitch a ride on a boat headed down the river have met with little success. What passes for a port at this keep is no more than an oversized dock for the naval vessels, which rarely dock here. One side of the dock has been given over to the local peasantry to use and merchant ships to dock upon.

If the PCs arrive between just before sun-up or just before dusk they will find local peasants working on the docks. If the PCs come at any other time the docks will be quiet and boat-free, save for the single sloop. This ship, the *Margrave*, is flying the County of Urnst’s colors (A white swan vertical on a green field, the swan facing sinister) and is used by the margrave’s soldiers to chase down ships attempting to sneak past the keep and avoid the river toll.

During the day the peasant’s boat are out on the water. Their crews are fishing.

If the PCs come either early or late in the day, they can interact with the river pilots and crews. None of the river captains are willing to take such a long trip down the Franz and along the shores of the Nyr Dyv (regardless of what the PCs claim or even how much gold they offer for such a trip), except one—Captain

Arabase Sty. Sty is a dark-haired man in his early forties. His dark hair is graying on the sides, but that is hardly his most pronounced feature. His face is bright red and he speaks dramatically, like someone deeply in love with life. He is very animated fellow. He is planning a trip to High Mardreth and is willing to take the PCs that far for 25 gp (“It’s not that I don’t care for you all as folks, but tis’ greatly inconvenient for you all to be cloggin’ up the ship, keepin’ me from proper fishing.”). If the PCs offer to help with fishing, he can be haggled down to 15gp for the trip. If the PCs are careful and respectful hagglers (Diplomacy, DC 15), he will drop his price, but no lower than 20gp. Under no circumstances will he leave any sooner than the morning after the PCs approach him.

If the PCs give up the true nature of their mission, Captain Sty will offer to carry them to High Mardreth for free (he’s always been the Countess’ man). However, he’ll want to impress his friends with the knowledge that he’s transporting agents of the Countess on a secret mission. He’ll do so while addressing the entirety of the Sign of the Drunken Bear the night before the voyage. If anyone happens to be spending their time in the bar that night, or is following Sty, they can try to stop him, but it’ll be difficult. Talking him down will take time and a honeyed tongue (Diplomacy or Bluff, DC 20). Using physical means to stop this bull of a man, if successful, will forfeit the PCs free ride (“I am not charging you for the journey—I am a man of my word—but the injury you have done to my person,” he will tell the PCs). If the PCs attempt to physically stop the Captain in the common room of the tavern, three large and rowdy locals will come to his aid. If they don’t manage to stop him, he’ll let everyone in town know that he’s pushing off in the morning with a contingent of agents for the Countess. If this occurs, mark the occurrence on the critical event sheet.

### All Tiers (EL 3)

**Captain Arabase Sty, male human, Exp4:** CR 3; Medium-Size Humanoid; HD 4d6+8+6; Hp 36; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +3 melee (1d3+4, unarmed); SV Fort +3, Ref +1, Will +3.

Str 19, Dex 13, Con 15, Int 13, Wis 8, Cha 14.

*Skills:* Balance +8, Climb +11, Gather Information +6, Intuit Direction +6, Jump +11, Knowledge (navigation) +8, Profession (sailor) +6, Use Rope +8; *Feats:* Improved Unarmed Strike, Toughness (x2)

**Local bruisers, male human, War1 (3):** CR 1/2; Medium-Size Humanoid; HD 1d8+2; Hp 7 each; Init +1 (Dex); Spd 30 ft.; AC 11; Atks +1 melee (1d3+2, unarmed); SV Fort +4, Ref +1, Will -2.

Str 15, Dex 12, Con 14, Int 8, Wis 7, Cha 10.

*Skills:* Jump +6; *Feats:* Improved Unarmed Strike, Toughness.

**Tactics:** Captain Arabase loves a good fight. If the PCs try to physically stop him from revealing his information, he will fight them gleefully as long as weapons are not used. As soon as

weapons are drawn, he backs down, and will charge the PCs for their passage. If the PCs fight a good bare knuckles brawl, he will fight them until the first person is knocked out (be it he or one of the PCs) and laugh about it later. He will agree not to tell his mates in the bar about the mission, and will not charge the PCs for the trip. If the fight occurs in the Drunken Bear the bruisers will join the fray after the first round of combat. They also will enjoy the fight until weapons are drawn and then back away, mumbling that the PCs are “sour city-breds who can’t appreciate good fun when they find it.”

## Encounter 1: The Rhennee

This encounter occurs between the time the PCs leave Margravedom, and the first night on the open river. The exact timing is up to the DM.

As your ship moves down the slow moving currents of the Franz, a cluster of five barges approaches from the southwest. Clotheslines sporting many pieces of multi-colored clothing hang from posts on the barges. A few dozen men pole the barges upstream. Small ramshackle huts stand atop the decks. From the forecandle Captain Sty, calls; “Rhennee.” Shortly after, Captain Sty hails the lead barge and boarding lines are exchanged. Sty and a man with a wild beard, and wearing a patchwork vest of clashing colors, engage in a deep discussion about travel conditions along the Franz and the Nyr Dyv. The crews board each other ship. Toward the aft of the lead barge a small dice game starts up, casks of what you recognize as the strong ale river sailors are fond of appear in the hands of many of Sty’s men, and you hear pockets of riotous laughter on both ships. You could be here a while.

This encounter the PCs come in contact with a Rhennee barge family. Their five barges are carrying goods from Greyhawk to be taken to Dosseldorf for trade. Any investigation of the cargo will include a few packages for Nimar, the mage of Dosseldorf. Each of which contains ingredients he has requested from the College of the Floe.

Captain Sty and the Rhennee Captain (Papa Meritz) to discuss navigation for a couple of hours, and gossip about ports and news for an hour after that.

While role-playing the Rhennee, keep in mind that they will not reveal anything about themselves or their culture. They are largely an insular people and don’t particularly like to share such things with outsiders. Instead they will sing songs, play game, gamble, and tell wild stories about the ports they have visited and the people they have met.

The PCs can trade with the Rhennee. Many of the Rhennee love jewelry, but they also love coin, and are willing to sell their jewelry. PCs can convert their money to jewelry at a 10% loss in value for doing so. All such jewelry obtained will be very flashy, almost gaudy.

PCs who want to join a dice game can do so. The version of bones that the Rhennee are playing is effectively craps. As such, without having loaded dice, ranks in Profession (gambler) provides the only advantage in the game. To determine the winner of a throw, have the PCs make an opposed check with one of the Rhennee (the typical Rhennee has a +2 to this roll, but some have as much as a +4). The winner takes all bets during a particular throw. A particular Rhennee will not put any more than 2 gp into any one throw, and will laugh at any PC who wishes to up a bet past this limit, but will see the PC's raise. If any PC wants to up the bet over 10 gp, the Rhennee stop laughing and will stoically refuse to bet with that PC any longer. These boat people consider bets over 10 gold in a dice game to be tempting fate, and to do so will only bring down her wrath. They tend to avoid folk who tempt her, and surely don't gamble with them.

If PCs don't have profession gambler, they may make a Wisdom check with a -1 circumstance penalty.

If by some chance a PCs has loaded dice, they can make a straight Profession (gambler) or modified Wisdom check to win, but the Rhennee get a Sense Motive check to notice whether or not the PCs are cheating. The DC for the sense motive is a PCs Bluff check.

Each Rhennee starts with 23 gp. As minor addicts, they will play till they are out of cash. If a PC beats successfully and wins more than 69 gp from Rhennee, their family's chief darkhagard, Rha'oush, will wager his prize dagger against everything that has been waged (by both sides) up to this point. His prize dagger is magical dagger. Rha'oush is playing a trick on the PCs. While the dagger is masterwork, he has had Madame Matilla, the family veth (a revered Rhennee spell caster detailed in *Living Greyhawk Journal* #2), has cast *Nystul's magic aura* on the weapon. Due to the spell, the dagger will seem to be a dagger +3, for the next three days, after which the illusion expires.

The PCs may opt to visit Madame Matilla, Papa Meritz's wife, who will tell their immediate fortunes for 5 gp. These fortunes will be accurate. Use your knowledge of the adventure's progression to create a set of vague statements that will serve as the veth's fortune. For example you can use the following if you want to give out general information about the adventure:

On the shore you will find death  
In the water, revive youth  
On the land you will fight hubris  
In the forest, hear only whispers.

If you want to focus on a particular section of the adventure you can use something like this:

Someone greeting you falls  
Another who watches screams  
A good heart would dive  
Follow the call or the child dies

## Encounter 2: The Sunken Boat

Later on the same night that the PCs encounter the Rhennee, the PCs will spot a sunken boat along the shore. It will be dusk when they see wreck.

The sun is setting over the horizon as Captain Sty begins to set anchor. The Rhennee reported a number of sandbars and shallow points due to the low water level. Sty wishes to anchor at night since traveling during in the darkness is far too dangerous with such hazards about. Staring out over the bow and cursing the infernal delay, you can barely see the bow of a ship poking up from under the waves 60-feet away. Apparently, the low water has already claimed a boat this season.

The bow is that of a sunken ship, the *Morning Glory*, that sank here five years ago after a battle with some river pirates. When the pirates attacked, there were only a few members of the crew aboard. Those crewmen offered their captain as hostage in return for their lives. The pirates took the hostage, and hung the captain from the riggings of their ship. Just before he died, the captain, a fervent worshipper of Pelor for almost all of his life, turned his back on his god and cursed his cowardly men in the name of Trithereon. After the pirates killed the captain they raided the *Morning Glory*, taking her cargo, and, despite the deal they made, put the crew to the sword. The pirates then sank the ship.

Whenever low tides uncover the ship, the crew, now zombies, stalks its rotten deck. The zombies attack any boat approaching their former vessel mercilessly.

The zombies attack around midnight. The DM should liberally use the crew to balance the encounter with the horrid undead. Mention them as assisting, but don't bother to keep track of their effects.

### All Tiers (EL 6)

**Zombies (10):** CR 1/2; Medium-Size Undead; HD 2d12+3; hp 19; Init -1 (Dex); Spd 30 ft.; AC 13 (-1 Dex, +4 Natural); Atks melee +2 (1d6+1, belaying pins [clubs]); SV Fort +0, Ref -1, Will +3.

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness.

SQ: *Undead*—Immune to mind-affecting effects, poison, sleep, paralysis, stunning, & disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage; *Partial Actions Only (Ex)*—zombies can either move or attack, but not both in a round.

**Treasure:** The PCs may find the captains hidden stash of gems located under the now rotten floorboards under the forecandle of the ship. A successful Search check (DC 22) will locate 4 gems (red garnets) worth 100 gp each.



## Encounter 3: The Drowning Child

In this encounter the PCs have the chance to save the life of a child who falls into the river. The young boy falls in while waving to the PCs from the shore. It's important to know whether the PCs are wearing armor or not when you run this encounter. If they are the armor will greatly impede the PCs' success.

After the horrors you encountered last night, Pelor's warm light feels good. As you approach the city of Trigol, you spy many folk who have come out to enjoy the beautiful day along the shores of the Franz. The steeper grade speeds the currents and today's travel is far more pleasant than yesterday's slower leg. Many Trigol-folk wave as your ship passes their city. One waving couple, well-dressed and obviously affluent, stands along the shores with their son, a young boy no more than four or five years old. As the boy runs up onto a large rock along the shore to wave to you, he loses his footing on the thick moss. Down he falls, hitting his head against the rock on the way down toward the water. You see his small body floating face down in the water. His mother screams, "Help!"

The parents are Madeleine and Torres Valdimer. Madeleine is the daughter of Karsten Hershhold, Baron of Trigolford. Torres is one of his knights who married into the nobility. Their son, Hammish, is 4-years old and an impetuous youth—a dangerous quality for someone who may one day become a count.

The PCs have 10 rounds to save him before he drowns.

Every round the PCs needs to make a Swim (Strength, armor check applies) check for calm water (DC 10) to be able to swim one quarter their speed as a move-equivalent action, or one-half their speed if they take a full-round action. If the PC rolls a modified 5 or less, the start to drown.

Hammish is 40 feet away from the Sty's ship.

It takes a standard action to grab Hammish (Dex, DC 10).

The rocky shore is 20 feet away from where Hammish floats.

Once Hammish is on shore or on the boat he will need medical attention. This requires a Heal check (DC 15).

If the PCs save the child, Madeleine will thank them heartily and will invite them to a celebration in their honor that will take place three weeks from today (the 6th of Flocktime, unless the PCs spent more than a day in Uldric's keep after the margrave gave them the mission).

If they cannot save her child, she will be disheartened and somber, but she will thank the PCs for their attempt.

## Encounter 4: The Suel Tomb

Play this encounter as the PCs reach the halfway point of their travel to Radigast City. If they are going via Brotton, then place this encounter in the hills just outside of that city.

You are walking through some of the shallow hills that make up the breadbasket of Urnst when the weather turns sour. The heavy rains come frequently in Planting and you know that you are about to get wet. Typically these storms don't last long—usually only an hour or two—at most, so hunting for quick shelter is probably the best way to keep dry. As the peels of thunder become louder, you see an overgrown hillock to your left, just off the road at a place where three farmers' fields come intersect. You must be at the far corners of those fields because you do not see a farmhouse in any direction. The entire hillock is covered with thick briars that are difficult to navigate but provide ample protection from the storm.

If the PCs attempt to press through, they will be drenched in a cold rain. So drenched that they may contract a severe head cold (-1 on all attack rolls and skill checks as well as a great deal of sniffled suffering if a Fortitude save of DC 10 is not made). If the PCs do seek shelter in the briar, the true fun begins.

First, there is the joy of getting into the briar. It is also thought by the locals to be haunted, so no one comes here; hence it is very overgrown. Any PC who is wearing armor with a helmet will not have any difficulty getting through. Anyone not wearing armor or not wearing a helmet must make a successful Reflex save (DC 13) in order to avoid taking 1 damage each minute while moving within briars. When PCs reach the dry section of the briars, it will get strangely quiet. There will be the sound of rain bouncing off the leaves above and the occasional drop coming through. Outside, the downpour will begin.

Just when the PCs are beginning to feel comfortable, inform one of them that he or she is sitting on a skull. It is a fox skull. If the PCs look around, they notice there are a number of other animal bones littered around this place. Close examination of the bones (Search, DC 15) will show that they have numerous little nicks on them, as though the flesh was cut off of them with very small knives or sharp teeth.

If the PCs look around within the briar (Search, DC 15), they may find a great wrought-iron gate concealed behind one of the larger briar bushes. Read the PCs Map Area A's box text when the PCs locate the grate.

### Map Area A: The Entrance

Brushing away briar reveals a demonic face etched into a stone. The face is carved into the oversize keystone of an arch that frames a small gate, no more than four feet in height. Etched on the stones to either side of the demonic faced keystone sets of strange runes. The stones that make up the arch are all rounded at the edges and set in mortar. The gate itself is iron-wrought and very old. It is more of it is rust-orange than it is black. In the center of the gate is a strange lock that appears to accommodate a star-shaped key. The two halves of the gate are slightly caved in. Maybe a heavy weight place on them will buckle them more. Beyond the gate you can see a crumbling set of stairs descending into the darkness. The stairs are covered with mounds of crawl-

ing insects and decaying vegetation. Straining your eyes you can see that at the end of the stairs there appears to be an archway, beyond the arch you can barely make out a faint flicker.

The demonic face is that of Wee Jas, the Suel goddess of Death, Law and Magic. The representation used in the carving is an archaic representation of the goddess. Characters with Knowledge (religion) can make a check at DC 24, +2 insight if the PC is a Suel character or a +4 insight bonus if they are a cleric of Wee Jas. Suel characters who do not have Knowledge (religion) can make a Wisdom check at DC 20, but do not get the insight bonus.

The writing on the door is in Ancient Suel. The text says:

Wee Jas keep the eternal soul of Sailmor of Bristone, Knight of Land between Two Rivers (Sal Samile, in Ancient Suel)

Opening the door requires either an Open Locks roll at (DC 25—the lock is of average quality, but the mechanisms have rusted into position, and thus requiring greater effort to open) or the gate can be broken open as a Strength check (DC 22). Smart players might also remove the gate intact from the mortar, which is easy to do, but requires an hour's worth of work. The bars are 5 inches apart.

Anyone who makes a Search check (DC 22), will notice that the bottom foot of the gate does not have any rust on it.

Beyond the gate, the stairs continue for 25 feet. Unless otherwise stated, the arched ceilings in the tomb cap at 8 feet in the center and 5 feet on either sides of the arch.

### Area B: The Main Entry

It is difficult to peer into this room. Your entry has kicked up a half-inch or more of dust. The room itself is perhaps 30-foot wide and half as long. At the room's center is a pool of fetid water. About five feet from either of the walls is a row of five columns that separate the two colonnades from the central chamber. The arched ceiling of this room is 15 feet tall. Even in the dusty darkness you can make out something faintly glinting beyond.

As the PCs walk into the room allow a Spot Check (DC 12) to notice the numerous small stones that litter the ground here and there. Anyone examining the ceiling may notice (Spot, DC 12) that bits of the flowing patterns and spirals of the decorative mosaic on the ceiling are missing. PCs, especially dwarven PCs, who take a closer look (Search DC 15, Stonecunning bonus applies), can determine that the ceiling is unstable.

On the left and right wall between the colonnades are murals depicting windows looking out onto various venues; most of the venues depict battles, but two others (the two on either side of the room closest to the door leading to Area C) depict the warm embrace of Wee Jas. The plaster on these walls is peeling in places. The pool in the center of the room represents the depths of Wee Jas's mysteries (Knowledge [religion], DC 15). The

consecration of this tomb year was powerful enough to still instill this pool with an amount of magic. Anyone with the Scry or Knowledge (arcana) skill may recognize (DC 12) that this is a *scrying pool*. Anyone with at least two ranks of Scry can use the pool. Using the pool grants a PC the same powers as *scrying* spell, but a PC needs not to have prepared the spell, him or herself. A PC can use the spell as many times per day as he or she has ranks in the Scry skill (See Appendix A: New Monster & Magic).

This room is also home to a gang of 13 Jermlaine (See Appendix A: New Magic & Monsters). Unless the PCs are using the Move Silent skill and the Jermlaine fail their Listen checks (Listen -1), these leathery gremlins hear the PCs coming and hide behind the pillar (Hide +21, with an extra +2 circumstance bonus for the pillar).

**Tactics:** They are scavengers and tend to gang up on larger opponents. Rather than pound the PCs into submission they will throw darts in an attempt to weaken PCs over time. This is their typical hunting tactic and they will not think to deviate from it. If more than three of these pests fall they flee into cracks and crevices in the walls of the tomb.

The Jermlaine are responsible for the dead animal bones at the tomb's entrance. They can make it out through the bars to hunt, but usually cannot haul their game back into the tomb. There is little chance to see them when the PC enters the dusty room, they still may hear the Jermlaines' tiny squeaking whispers (Listen, DC 19).

### All Tiers EL 3

**Jermlaine** (13): CR 1/4 Diminutive Fey; HD 1/4d6; hp 1 each; Init +9 (Dex, Improved Initiative); Spd 15 ft.; AC 19 (+5 Dex, +4 Size). Atks +1 melee (club, 1d2-5 [minimum of 1 point of damage]), or +9 missile (dart, 1-5 [minimum of 1 point of damage]+disease); SA Disease; SQ Skills, *speak with animals*; AL NE; Fort +0, Ref +7, Will +1.

Str 1, Dex 21, Con 11, Int 8, Wis 8, Cha 6.

**Skills:** Climb -1, Hide +21, Jump -1; Move Silently +11, Use Rope +9; **Feat:** Improved Initiative.

**SA: Disease (Ex)**—Jermlaine coat their darts with a sickening mass of anything they can find from this dirty little hole or that foul nook. A successful hit from their weapon may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

**SQ: Skills**—Jermlaine are extremely quiet and nimble. They gain a +2 racial bonus to Move Silently and Balance checks; *Speak with Animals (Sp)*—Once per day a Jermlaine can use *speak with animal* as a 1st-level druid to communicate with rats only.

### Area C: The Copper Doors

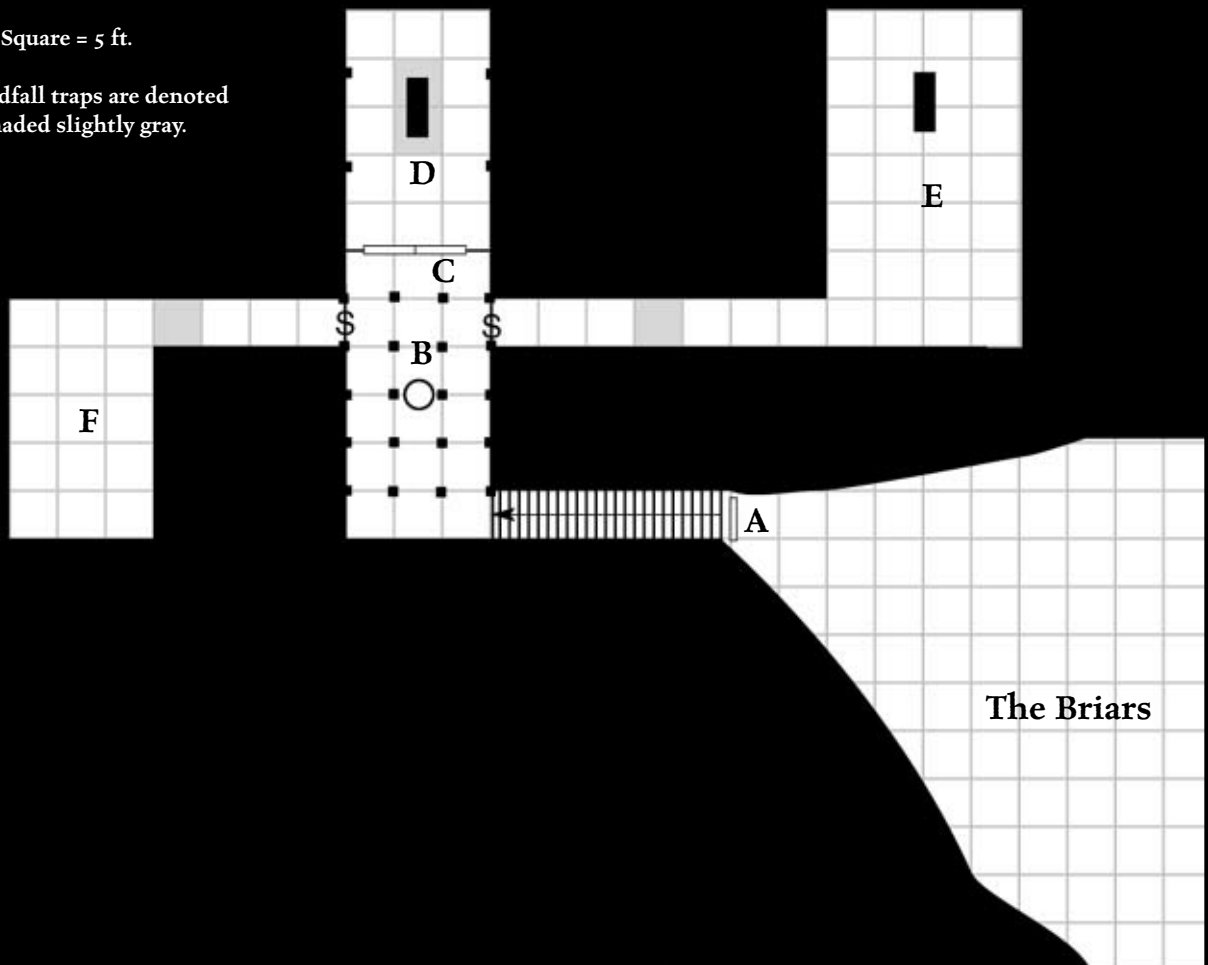
As you approach the glinting objects, you see that the glints were torchlight reflecting off small reflective sections of an otherwise corroded copper door.

## The Suel Tomb

- A - The Entrance
- B - The Main Entry
- D - The False Tomb
- E - The Real Tomb
- F - The Preperation Room

Each Square = 5 ft.

All pit and deadfall traps are denoted by areas shaded slightly gray.



There is a layer of green crud covering most of the doors. In green and crusty relief on each door you spy a demonic face, similar to the one on the archway of the tomb's entrance.

The doors are trapped with an electrical charge. Over time the magic that fuels this trap has petered out to a merely annoying jolt rather than a character death sentence.

**Electric Jolt Trap:** CR 1/2; electric damage jolts the first PC that touches the door (1d4+1); Reflex save negates (DC 15); Search (DC 28); Disable (DC 28)

The doors are worth 50 gp in raw metal value and they weight one hundred pounds apiece.

### Area D: The False Tomb

Pushing open the copper doors, a corridor reaches into the darkness. To either side of the hall are set three secluded little apses. In each set of apses rests an image of the same demonic form found on above the gates and the green doors. Each set is slightly different in its presentation, though each is identical to the one

it faces. At the end of the corridor, you see a golden sarcophagus resting on its back.

The three sets of images are Wee Jas portrayed as goddess of magic, law and death, in that order (Knowledge [religion] DC 24).

This entire room is a red herring to discourage tomb robbers. The sarcophagus at the end of the room is a fake constructed of gold-gilded wood. Any attempt to open the sarcophagus will activate a spiked pit trap that sits under the sarcophagus.

**Spiked Pit Trap (10 Ft. Deep):** CR 1; no attack roll necessary (1d6, subdual), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

The only inhabitant of this room is a grick that has been kept in suspended hibernation, which is terminated when the PCs open the door. The creature hides just behind the sarcophagus, and attacks anyone who approaches. It has no knowledge of the pit trap.

### All Tiers EL 3

**Grick (1):** CR 3; Medium-Size Aberration; HD 2d8. Hp 9; Init +2 (Dex); Spd 30 ft., climb 20 ft.. AC 16 (+2 Dex, +4 Natural). Attacks +3 melee (1d4+2, four tentacle rakes), -2 melee (1d3+1, bite). AL N; Fort +0, Ref +2, Will +5.

Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

*Skills:* Climb +10, Hide +4, Listen +7, Spot +7; *Feat:* Alertness.

*SQ: Skills*—Their coloration affords gricks a +8 racial bonus to Hide checks when in natural rocky areas.

### Area E: The Real Tomb

Opening the secret door into this room, you see nothing. It is absolutely dark.

If the PCs ignite or conjure a light source, they will see a simple lacquered wooden sarcophagus against the far wall. If they make a Listen check against the necrophidius's Move Silently check, they may hear a strange slithering sound coming from the far end of the room.

Halfway down the hallway into this room, there's a covered pit. The floor that covers the pit is of the same construction as other floor stones in the room—slate adorned with river stones in spiral patterns—though PCs may notice (Spot, DC 20) that the stone over the pit trap buckles slightly.

**Covered Pit Trap (20 ft. deep):** CR 1; no attack roll necessary (2d6) Reflex save (DC 20) avoids; Search (DC 15); Disable (DC 20).

Within this room is a Necrophidius, a construct that is used typ-

ically to protect tombs. It is a skeletal snake with a human head (see Appendix A: New Magic & Monsters).

**Tactics:** If the PCs don't make their Listen checks, it will gain a surprise round against them. Regardless of whether the check is made or not, it will begin its attack with the dance of death.

**Necrophidius:** CR 2; Medium-Size Construct; HD 2d10; Hp 13; Init. +0; Speed 30 ft. (can't run); AC 18 (+8 natural). Attacks: +2 melee (bite, 1d3+1+poison); SA Dance of death, poison, SQ Darkvision, Skills; AL N; Fort +0, Ref +0, Will +0.

Str 13, Dex 11, Con —, Int —, Wis 11, Cha 1.

*SA: Dance of Death (Su)*—The necrophidius shakes and swirls in a macabre maneuver called the dance of death. This maneuver has the same effect as a *daze* spell cast by a second-level sorcerer (Will save, DC 10); *Poison (Ex)*—Bite, Fortitude save (DC 11); initial damage paralysis for one minute; no secondary damage.

*SQ: Skills*—Though constructed of bone the necrophidius is extremely quiet when it moves. It gains a +5 enhancement bonus to Move Silently checks; *Construct*—Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Within the sarcophagus lay the remains of a long-forgotten Suel knight who lived during the Oeridian occupation of Urnst. If the PCs open his tomb, they'll find his long decayed body, still clad in armor with his shield and sword lying across his chest. The armor is magical. Though distinctive and valuable, the other two pieces are not magical. The longsword is worth 30 gp, and unlike other looted weapons may be sold for full price at the end of the adventure. The large steel shield is worth 20 gp and may also be sold for the full price. Neither is combat-worthy, but both are collector's items.

The armor dates back to the days of the Suel Empire. It is a chain shirt with four bronze faces attached. Upon the plates are images of Suel gods in relief. The face of Wee Jas (death, magic, and law) sits on the back of the mail, the face of Kord (athletics and strength) on the right shoulder, Llerg (strength and beasts) on the left and the face of Lendor (patience and study) on the center of the chest. The process for recognizing these faces is the same as that for recognizing the face of Wee Jas on the gate. The armor is a +1 *chain shirt*.

### Area F: The Preparation Room

This small room has a magic circle etched into the floor. In the far-left corner of the room are a group of urns and the remnants of a wood table. There are several books scattered atop the table's remains. Many alcoves line the wall. Each are large enough, and of the general shape, to house a body.

The only danger in this room is a deadfall set up at the entryway. If the pressure plates on the ground are disturbed, the ceiling

rubble above it will topple on the heads of those below.

**Deadfall trap:** CR 3; +12 melee (2d6); Search (DC 20); Disable Device (DC 25). Note: Can strike all characters in two adjacent specified squares (the rocks fall one 5-foot square into the room).

After the rubble comes down it will take 2 hours to dig through the debris. The plate is a 5-foot square. To circumvent it a PC will have to jump over it; there is no way around the plate.

The urns contain dust that once was grain and nuts for the journey to the afterlife. Atop the remains of the table are three books. The first three tomes are all in Ancient Suel. The fourth is water-damaged beyond the ability to be read.

The first book is the record of the knight's deeds and lineage traced back to the Suel Empire. This is placed here so that he may read it to Wee Jas, a requirement for admittance into the afterworld, according to some Suel myth. It is worth 25 gp.

The second is a lamentation for those he had left behind and a record of those that killed themselves to mourn his passage (two wives, his mage and, ceremonially, his best two dogs and his horse). Those people and animals still lie within the alcoves along the walls. The animals are closest to the door. They have been loosely wrapped in linens. It is worth 10 gp.

The third book is a collection of poems for the dead. The last tome is the spellbook for his mage:

*Folio of Verkahek* (370 gp, 10 lb., A 76 page 2-foot long, 1 foot wide, and 10-inch thick book, it is bound with copper reinforced wood; its pages are constructed of thick vellum, uncommon): contents: [the first 16 pages are water damaged and unreadable] 1st-level—*alarm, charm person, hold portal, magic weapon, shield, shocking grasp*, [four pages are water damaged and unreadable]; 2nd-level—*blur, bull's strength*, [eight pages are water damaged and unreadable], *web*; 3rd-level—[twelve pages are water damaged and unreadable], *fly*.

## Encounter 5: Camp Rats

**Note:** This, and Encounter 6, are optional encounters. If the PCs did not enter the Suel tomb, Encounters 5 & 6 can take place to fill the time difference. As well if the PCs finish the encounters in the tomb quickly, these encounters can also be used. It is important that the PCs get to Encounter 8 in order to reach the adventure's conclusion.

This encounter will take place one night on the open road. If the PCs did enter the tomb it occurs the night after they have left that place. The location that the PCs chooses for their camp will be home to a group of camp rats. Camp rats are a plague of the eastern Flanaess. They are chubby hamster-like rodents usually about 1-foot long. They have a rat-like tails, a voracious appetite, and they can eat almost anything. It is very important that the

DM have a good understanding of how the PCs are setting up camp and where they are stowing their gear in order to avoid arguments when the camp rats have their way with the provisions. Wherever the PCs set up camp it should be close to several large dead logs nearby that appear (Spot, DC 12) as though beavers have been gnawing at them. Strangely, there will be no stream close to the camp. What the logs reveal is the work of the camp rats. Characters can make Wilderness Lore check (DC 15) to determine that the damage to the logs was the work of camp rats. If they glean this information and wish to choose another site, they may side step this encounter.

During every watch the PCs who are guarding the camp are allowed a Listen check (DC 17). Have them make this check during the middle of the watch. If a PC (or the PCs) make a successful check, they hear the camp rats rampaging through their gear. If the roll fails, more damage is done to the gear, and the next watch gets a chance to hear the rats. Anyone who notes that they are checking their gear during the night will find that it plagued by the rats.

The horses (if the PCs have any) may also be skittish. The camp rats tend to drop out of trees, and that tends to frighten horses enough to whinny and bay from time to time (Will save, DC 12; once per watch). If PCs want to leave their gear on their horse explain to them such an action will cause the horse to be fatigued the next day, and will slow their advance to Radigast City by one day or more, DM's discretion. This only affects the PCs if they have contracted filth sickness from the Jermlaine darts. Hence, the rats and horses will not directly interact, but if there are horses present a successful Animal Handling (DC 15) will allow the character to know that *something* isn't quite right. Nothing shy of being able to speak with the horse would allow them to know that camp rats are the cause of their strange behavior. The exception to this being a paladin's horse—a paladin's steed will do its best to let its master know that the camp rats are devouring the provisions.

Chart 5.1 details what damage the rats do and at what times.

Chart 5.1: Camp Rat Damage

<b>1st 2 hours</b>	50% of food eaten 1d2 shield's straps gnawed through 1d4 scrolls eaten (per sheet) All bags & sacks have holes in them.
<b>2nd 2 hours</b>	100% of food eaten 1d3 suites of metal armor's straps are destroyed 1d3 sheild's straps gnawed through 1d2 scrolls eaten
<b>3rd 2 hours</b>	1d2 sets of leather-based armor has large holes eaten in it (drop AC by 1). A Spellbook (random) have covers gnawed.
<b>4th 2 hours</b>	Another set of leathers loses an AC point, or the one of the same sets loses another point. A spellbook loses 1d4 spell pages. All backpacks and saddle bags are useless.

The rats will always do damage to the food that the PCs is carrying first. In addition, with every 2 hours of uninterrupted time that rats gnaw will cause additional non-food related damage to the PCs gear. Non-food damage is cumulative

If attacked, the camp rats fight for one round and then scatter. If this happens within the first four hours, they will return two hours later, picking up where they left off.

**Camp Rats (15):** CR 1/4; Tiny Animal; HD 1/4d8. Hp 1. Init +2 (Dex). Speed 15 ft., climb 15 ft.; AC 14 (Dex +2, Size +2); Atks +4 melee (1d3-4, bite) SQ Scent, Leap; Face 2 1/2 ft. by 2 1/2 ft./0 ft.; Fort +2, Ref +4, Will +1.

Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Move Silently +10, Climb +12, Jump +18.

SQ: Leap (Ex)—Camp Rats have phenomenal jumping abilities. They jump as if they were 5 feet tall.

## Encounter 6: Wolverine!

This event also occurs on the road, after the PCs rest for an afternoon meal. They will find a pleasant grouping of large rocks that provide a nice rest from the muddy road. Shortly after stopping, they'll hear a growling noise from beneath them. If they decide to back off, the growling wolverine will allow them to leave. During this time, the wolverine will be seen as a shadowed quadruped among the rocks. If the PCs attack or threaten the wolverine in any way, it will fight to the death, as it is defending a whelp it birthed during the winter months.

**Wolverine (1):** CR Medium-Size Animal; HD 3d12+12. hp 25. Init +4 (Dex); Spd 40 ft., Burrow 10 ft., Climb 10 ft.; AC 16 (+4 Dex, +2 natural); Atks: +4 melee (1d4+2, claws), -1 melee (1d6+1, bite); SA Rage; SQ Scent; Fort +7, Ref +5, Will +2.

Str 14, Dex 15, Con 19, Int 1, Wis 12, Cha 10.

Skills: Climb +15, Listen +6, Spot +6.

SA: Rage(Ex)—The round after taking damage, the wolverine flies into rage, until it or its opponent is dead. An enraged wolverine is +2 Str & Con, -2 AC. It cannot voluntarily end its rage.

SQ: Scent (Ex)—can sense opponents within 30' by smell alone (15' downwind, 60' upwind). Exact position is known if 5' or less. They are able to track a fresh scent on a Wisdom check of DC 10.

**Tactics:** it will attempt to keep the higher ground and attack closer opponents first, wounding an opponent then switching to the next.

## Encounter 7: Knights of the Pale

The following is the first encounter that both the land and river paths will have in common. It is not as important as Encounter 8 so if you are short of time, skip this encounter.

A half-day's journey out of Brotton has you cutting through some fields attempting to make up some time by traveling cross-country. As you crest a small rise, you halt in your tracks at the sight of armed men. Some distance away down a shallow decline a hovel rests. Outside are four knights, or more accurately three knights and what appears to be a servant or squire. The leader is a broad man in half-plate, another wears splint and the third wears a light chain shirt. All three wear a solid white tabard with licks of flame embroidered on the edges. Emblazoned on the chests of each tabard is a symbol you can't quite make out.

The men are Knights of the Pale—the holy knights of Pholtus, an unyielding god of law. The Theocracy of the Pale, one of the Counties neighbors to the northeast, has a delegation of such knights attached to the Temple of Pholtus at Radigast City. That city is home to a Pale embassy. The knights are to Radigast from their homeland where they were attending to matters of state. They have ridden since before dawn and desire food and rest.

The master of the house, a serf by the name of Thalmas, is delivering some of the winter crops to his Lord, Markus Duncombe, a lesser lord of the House of Duncombe and distant cousin of the Lord of the East. Markus's manor is fifteen miles west of here. Thalmas's wife, Adalade, resisted giving quarter to the knights. The head of the detachment, Sir Bevel, struck her upon her refusal and knocked unconscious. He is now preparing to torch the hovel with her in it.

It is important that the DM understand the motivations and obligations involved here. Thalmas and the members of his family are serfs. Effectively they are owned by the land they work and are both responsible to, and cared for, by the lord who governs that land. There is a complicated series of obligations between lords, which requires them to give food and lodging (and quarter) to other nobles. Though Lord Markus Duncombe could do almost anything he wanted to Thalmas and his family, that right does not extend to other nobles. Markus is responsible for quartering Sir Bevel and his detachment, but serfs under Markus' rule are not. This, however, is not true in the Pale. In that theocracy, servants of Pholtus are to be given quarter regardless of who they ask. The charge for hindering a servant of Pholtus in the Pale is heresy, and the punishment for heresy is very steep. You can take the knight out of the Pale, but you can't take the Pale out of the knight. Sir Bevel is definitely out of line here, but doesn't know it and will need to be persuaded that he cares. He feels that he has been slighted, and the hells have no fury akin to the damaged ego of a Pale knight.

The best solution to this situation is for the PCs to make

Bevel understand that he is in the wrong. He will *not* apologize, but he will make amends for any wrong he has caused. Another solution entails the PCs beating the man into submission. The knights are fiercely honorable and will accept a duel of honor at face value. If the PCs promise an honorable combat, the Pale knights will be amenable to combat to first blood, the death or to submission (via subdual damage). If the PCs opt for a duel to the death, then each knight is killed after he reaches -10 hit points. The PCs should have to either consciously kill the knights or let them bleed to death. The worst possible solution is that the PCs kill the Knights out-right. This solution will have repercussions down the line (mark such an event of the Critical Event Summary).

The situation is somewhat aggravated by the presence of Thalmas' daughter, Aiymayda, who is hiding behind a tree scant yards from the hovel. At some point during the encounter have the PCs make a Listen check at DC 18. Those who make it hear Aiymayda crying. She is very scared and will flee from any heavily armored PC. She was playing on the floor of the hovel and ran out the back when Bevel struck her mother. She saw her mother fall and doesn't know if she is all right.

If the PCs capture the knights, they will be very eager to be set free. They will not apologize (it would be an inversion of stature), but will make amends for any wrong caused. If the PCs are not directly forthcoming with a means of handling the situation or one that is acceptable to the Knights they will begin to proffer the following solutions.

The Knights will proceed to Lord Markus' and ask him for shelter.

The Knights will do as above, but apologize to Lord Markus for damaging his property (the serfs).

### All Tiers (EL 4)

**Sir Bevel, male human Ftr2:** CR 2; Medium-Size Humanoid; HD 2d10+2; Hp 20; Init +4 (Improved Initiative); Spd 20 ft.; AC 19 (+7 half plate armor, +2 large steel shield); Atks +6 Melee (1d8+3 [crit. 19-20], longsword); AL LN; Fort +5, Ref +0, Will +0.

Str 16, Dex 11, Con 15, Int 11, Wis 11, Cha 13.

**Skills:** Diplomacy +3, Knowledge (religion) +1; **Feats:** Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword).

**Possessions:** longsword, half plate armor, large steel shield, tabard.

Bevel is brash and full of conviction. He is the epitome of a front-line Pale knight. However, he doesn't have the ability to bend that is necessary to advance in any knighthood, even in the Knights of the Pale.

**Sir Tinklemore male human Ftr2:** CR 2; Medium-Size Humanoid; HD 2d10+2; Hp 20; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (+5 chainmail, +3 Dex); Atks +4 melee (1d6+2 [crit 18-20], rapier); AL LN; Fort +5, Ref +4, Will 0.

Str 15, Dex 18, Con 15, Int 14, Wis 9, Cha 14.

**Skills:** Diplomacy +3, Knowledge (nobility) +3; **Feats:** Improved Initiative, Expertise, Weapon Finesse (rapier), Dodge  
**Possessions:** chainmail, rapier, tabard.

Tinklemore is a very personable young man. There is a degree of mutual resentment between he and Bevel because the likelihood that he will surpass Bevel in rank soon.

**Sir Calamar, human male, Clr2:** CR 2; Medium-Size Humanoid; HD 2d8; Hp 13; Init +2 (Dex); Speed 20 ft.; AC 18 (+4 scale mail, +2 large steel shield, +2 Dex); Atks +2 melee (1d8 [crit. 19-20], longsword); SA Turn Undead; SQ Law and Sun Domains; AL NG; Fort +3, Ref +1, Will +5.

Str 12, Dex 14, Con 11, Int 9, Wis 15, Cha 14.

**Skills:** Diplomacy +4, Knowledge (religion) +2; **Feats:** Improved Turning, Martial Weapon Proficiency (longsword).

**SQ:** Law Domain—Cast Law spells at +1 caster level; Sun Domain—Once per day can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that undead creatures that would be turned are destroyed instead.

**Possessions:** Chainmail, longsword, tunic.

**Spells Prepared (4/3+1):** 0 level—*cure minor wounds* (x2), *resistance*, *virtue*; 1st-level—*cure light wounds*, *endure elements\**, *bane*.

\* indicates domain spell. Calamar can swap out non-domain spells for the appropriate cause wounds spell.

Sir Calamar is the chaplain of the group, he is strongly aligned with the goals of the Pale church. He is indifferent to the situation at hand. He would rather not see the serf injured, but the common folk must be shown their place in relation to the needs of the Church.

**Squire Dumph, human male, Ftr1:** CR 1; Medium-Size Humanoid; HD 1d10+1; Hp 9; Init +1 (Dex); Speed 30 ft.; AC 10; Atks +4 melee (1d8+3 [crit. 19-20], longsword); AL LN; Fort +3, Ref +1, Will -1.

Str 16, Dex 12, Con 13, Int 4, Wis 8, Cha 11.

**Skills:** Jump +8; **Feats:** Cleave, Power Attack, Quick Draw.

**Possessions:** longsword.

Dumph is Sir Bevel's extremely dim-witted squire. He does nothing without his masters express direction.

## Encounter 8: Secret Meeting and Summoned Enemies

This encounter takes place just outside of Radigast City. The PCs arrive a few miles from the city two hours after dark. They crest a rise and see the lights of Radigast off in the distance. Between them and the city is a wooded dell. When crossing the woods they will be out of sight of the city.

Once in the woods they will have a chance to hear distant whispering. Have the PCs make Listen checks (DC 15). Any of the PCs who make the check will hear whispers somewhere in the darkness.

**If no one makes the check:** monsters summoned by the group's wizards attack the PCs. After the combat is over the PCs have a chance to Spot (DC 17) a set of horse tracks. Tracking or Searching (DC 10) will reveal that there were five horses that left the area less than a half-an-hour ago, that PC will also find a small bag and a candle—the arcane focus of the *summon monster* spell accidentally dropped by one of the wizards during the hasty retreat. A successful Knowledge (arcane) or Spellcraft check (DC 13) will reveal that these items are the arcane focus for the *summon monster* family of spells, but will give no hint to the level of the spell cast.

**If the PCs do hear them:** the PCs can attempt to sneak up close enough to hear the whisperers. Whoever sneaks must make a Move Silently check (DC 15) to successfully approach the clandestine group. If they fail, the whisperers hear them and bolt. Before they flee, the PCs will see that there are five men on horses, and may have a chance to realize that two of the men are casting spells. The two wizards have readied their actions, casting the spells once they hear intruders. PCs with Spellcraft may still make a check to determine the spell being cast (DC 21 for Tier 1, and DC 22 for Tier 2—each is modified by a -2 Circumstance penalty due to the darkness). The PCs will have to do their sneaking on foot; It is highly improbable to get close enough while on horseback (you use the horses Move Silently, +1, with a -4 Circumstance penalty due to the fact that a horse cannot really Move Silently unless specifically trained to do so). Should they get close enough to listen in on the conversation they will hear the following exchange:

“Do we have to meet all the way out here?” The first man whispers.

“The parties involved would rather not have their plans overheard,” the second man responds.

“That I can understand, but wouldn't a quite upstairs room at an inn be more appealing?” A third man pipes in.

“Maybe so, but are you going to tell his Lordship that you'd rather do this in the city?” the second man responds. For a few seconds everyone is silent. “I didn't think so.”

The first man speaks again “Let's get down to business, I have a wife and a warm bed to get back to. It appears as though plans are going well, friends are being found in unexpected quarters.”

“The religious front?” The third man asks.

“I don't think the Pelorites are going to take kindly to it, but the Pales seem amenable,” responds the second.

“It's something at least, what of the secular players?” The first again

“The Wine Cartel is going to pose an obstacle, but when don't they. As for the nobles, it's like to be pretty much as expected. I don't see anyone switching sides on this one. Does he really have

enough troops to pull this off?” the third asks

“You just have to have more than the other guys, my friend, just more than the other guy,” the second man responds in a raspy and sly whisper.

Allow the PCs to interrupt the exchange at any time. If they listen to the entire exchange, at the conclusion of this exchange, the PCs will be heard and the NPCs will bolt. The two wizards will cast their monster summoning spells, and those creatures will attack the PCs.

Under no circumstances can the PCs catch anyone in the secretive group. Any attempts to surround them will be heard, and any attempts to ensnare them will fail (and considering that there are two 7th- or 9th-level wizards among the group, this is a good thing for the PCs). The NPCs are talking on horseback. Between that and the *summon monster* spells, they should have enough of an advantage to get away.

### Tier 1 (EL 3)

**Fiendish Boar** (3); CR 2; Medium-Size Outsider; HD 2d8+2; hp 22 each; Init +0; Spd 40 ft.; AC 16 (+6 natural); Atks +4 melee (1d8+3, gore); SA Ferocity, smite good; SQ Cold and Fire resistance 5, Darkvision 60', scent; SR 4; AL NE; SV Fort +6, Ref +3, Will +2.

Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7; Spot +5.

SA: *Ferocity* (Ex)—These fiendish boars are tenacious combatant and continue to fight even when disabled or dying; *Smite Good* (Su)—once per day these boars can each make a normal attack to deal an addition +2 damage against a good foe.

**Tactics:** In short, these creatures will have no tactics. They will charge in and attempt to do as much damage they can until the *summon monster* IV duration is over (7 rounds).

### Tier 2 (EL 6)

**Hell Hounds** (3); CR 3; Medium-Size Outsider; HD 4d8+4; hp 22 hp each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft. AC 16 (+1 Dex, +5 natural); Atks +5 melee (1d8+1, bite); SA Breath weapon; SQ Scent, fire subtype; AL LE; SV Fort +5, Ref +5, Will +4.

Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +11, Listen +5, Move Silently +13, Spot +7\*, Wilderness Lore +0\*; Feats: Improved Initiative, Track.

SA: *Breath Weapon* (Su)—Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone. Hell hounds can use their breath while biting.

SQ: *Fire Subtype* (Ex)—Fire immunity, double damage form cold except on a successful save.

**Tactics:** More cunning than the boars, the hell hounds will hide



when summoned, and will gain a surprise round if their lowest Hide score is over the PCs highest. They will then do as much damage to their opponents as possible (flanking when prudent) until the *summon monster* V duration is over (9 rounds—which will include the surprise round).

## Conclusion

After losing the parties in the secret meeting, they can make their way to Radigast. There they will be able to make entrance to the Nobles' Circle by showing the seal on their letter. Jacobis will see them in. He will be a little edgy, but generally friendly. He will look consistently at a specific spot in the back of the room, as though there were something there. He will thank for bringing the letter. He will ensure that the seal wasn't broken on the letter and thank them for their work. If the PCs were stupid enough to break the seal drastic consequence can occur. Since the information is critical to the security of the realm, the PCs will immediately be suspected as traitors to the County of Urnst. As such they will at least spend two time units incarcerated in dungeons under Radigast, until a trial can be arranged. Then, unless the PCs as a group can make a cooperative (see *Player's Handbook*, p 62) Diplomacy check (DC 12, lifestyle modifiers do apply) the PCs will be executed—it could be that this time the County of Urnst did, if fact, kill the messenger.

## The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

### Introduction

Keeping the mission silent (water track only) 50 xp

### Encounter 2: The Sunken Boat

Defeating the zombies 125 xp

### Encounter 3: The Drowning Child

Saving Hammish 75 xp

### Encounter 4: The Suel Tomb

Defeating the Jermlaines (Area B) 50 xp

Defeating electric jolt trap (Area C) 25 xp

Defeating the grick (Area D) 50 xp

Defeating the spiked pit trap (Area D) 25 xp

Defeating the pit trap (Area E) 25 xp

Defeating the necrophidius (Area E) 50 xp

Defeating the deadfall trap (Area F) 25 xp

### Encounter 5: Camp Rats

Defeating the camp rats 25 xp

### Encounter 6: Wolverine Attack

Avoiding the Wolverine 25 xp

Defeating the Wolverine 50 xp

### Encounter 7: Knights of the Pale

Defeating the Knights without violence 100 xp

Defeating the Knights with violence 50 xp

### Encounter 8: Secret Meeting and Summoned Enemies

Defeating summoned monsters 100 xp

Total experience for objectives (even if the actual total happens to be over) 450 xp

Discretionary roleplaying award 0-50 xp

**Total possible experience 500 xp**

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

### Encounter 1: The Rhennee

- Masterwork dagger (302 gp, 1 lb, steel, common): This masterwork dagger was won while gambling with the Rhennee darkhagard Rah'oush. He claimed it was a magical weapon, but after three days you found its magic was supplied by a *Nystul's magic aura*.
- No more than 85 gp from gambling with the Rhennee.

### Encounter 2: The Sunken Ship

- 4 gems (red garnets) worth 100 gp each.

### Encounter 4: The Suel Tomb

- +1 *chain shirt* (1400 gp, 25 lb, steel, uncommon): This armor dates back to the days of the Suel Empire. It is a chain shirt decorated with four bronze faces. The face of Wee Jas adorns the plate on the back of the mail shirt, the face of Kord adorns the plate on the right shoulder, Llerg adorns the left shoulder, and Lendor the plate on the front of the shirt.
- *Folio of Verkahek* (370 gp, 10 lb., A 76 page 2-foot long, 1-foot wide, and 10-inch thick book, it is bound with copper reinforced wood; its pages are constructed of thick vellum, uncommon): contents: [the first 16 pages are water damaged and unreadable] 1st-level—*alarm*, *charm person*, *hold portal*, *magic weapon*, *shield*, *shocking grasp*, [four pages are water damaged and unreadable]; 2nd-level—*blur*, *bull's strength*, [eight pages are water damaged and unreadable], *web*; 3rd-level—[twelve pages are water damaged and unreadable], *fly*. **Note:** This is a spell book, the spells in the book cannot be used as scrolls. The spells either have to be recopied into the character's spell book, or prepared from the *Folio of Verkahek* by the method described on p. 155 of the *Player's Handbook*.

## Appendix A: New Magic & Monsters

### New Magic

**Scrying Pool:** This pool allows anyone with at least two ranks of Scry to cast *scrying* as a 10th-level sorcerer three times per day. The pool must be built into a stone, and its waters must never be removed, or the pool is effectively destroyed.

**Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, *scrying*;  
**Market Price:** 20,000 gp:

### New Monsters

#### Jermlaine

##### **Diminutive Fey**

**Hit Dice:** 1/4 d6 (1 hp)

**Initiative:** +9 (Dex, Improved Initiative)

**Speed:** 15 ft.

**AC:** 19 (+5 Dex, +4 size)

**Attacks:** Darts +9 missile; or club -1 melee

**Damage:** Diminutive dart 1-5; or diminutive club 1d2-5

**Face/Reach:** 1ft. x 1ft./0 ft.

**Special Attacks:** Disease

**Special Qualities:** Darkvision 60 ft., skills

**Saves:** Fort +0, Ref +7, Will +1

**Abilities:** Str 1, Dex 21, Con 11, Int 8, Wis 8, Chr 6

**Skills:** Climb -1, Hide +21, Jump -1, Move Silently +11, Use Rope +9.

**Feats:** Improved Initiative

**Climate/Terrain:** Any underground

**Organization:** Gang (13-24) or Clan (26-48 plus 100% noncombatants plus 1 2nd-level boss per 10 adults, 1 overboss of 3rd - 4th-level and herd of 11-30 rats).

**Challenge Rating:** 1/4

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

These gremlins are opportunistic brigands that ambush animals and people for food and shiny bits. Always traveling *en masse*, the love cunning ambushes but they avoid toe-to-toe battle.

At first glance these nuisances look like little men in baggy shirts and leather caps, closer examination shows that their attire is actually their loose tan and baggy skin that hangs on their half-a-foot tall bodies like clothing. Jermlaine are known to keep rats and bats as pets, and rare clans ride on dire rats when hunting.

Jermlaine speak a squeaky and high pitch and version of the goblin language, which some have confused with the chatter of rats.

The Jermlaine's favored class is rogue.

#### Combat

Jermlaine ambush their opponents in a swarm, usually picking those opponents they consider the weakest for the brunt of their attack. Their favorite tactic involves lobbing darts and waiting for their prey to weaken from disease, as these pests can be patient hunters. If they have the advantage they swarm their prey with clubs, bludgeoning them into submission. They will readily retreat if it is obvious they are losing a fight, fleeing into small the small holes and warrens that typically serve as their living space.

**Disease (Ex):** Jermlaine coat their darts with a sickening mass of anything disgusting they can find from this dirty little hole or that foul nook. The result is that a strike from their weapons may cause filth fever (DC 12; Incubation 1d3 days; Primary damage 1d3 Dex, Secondary 1d3 Con).

**Speak with Animals (Sp):** Once per day a Jermlaine can use *Speak with animals* as a 1st-level druid to communicate with rats only.

**Skills:** Jermlaine are extremely quiet and nimble. They gain a +2 racial bonus on Move Silently checks.

#### Necrophidius

##### **Medium Construct**

**Hit Dice:** 2d10 (11 hp)

**Initiative:** +0

**Speed:** 30 ft. (can't run)

**AC:** 18 (+8 natural armor)

**Attacks:** Bite +2 melee

**Damage:** Bite 1d3+1 + poison

**Face/Reach:** 5 ft. x 5 ft./5 ft.

**Special Attacks:** Poison, dance of death

**Special Qualities:** Darkvision 60 ft., skills

**Saves:** Fort +0, Ref +0, Will +0

**Abilities:** Str 13, Dex 11, Con —, Int —, Wis 11, Chr 1

**Skills:** Move Silently +5

**Climate/Terrain:** Any land or underground

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Large); 4-19 HD (Huge)

These constructs, called death worms by some, are constructed for a single task, usually to guard a location or object, but sometimes as a silent assassin.

At first glance the necrophidius appears to be a skeletal naga. Their long skeletal tails is topped with a fanged human skull. While skeletal, this creature is not undead, and not subject to turning or spells that affect undead.

### **Combat**

Whenever possible necrophidius will attempt to sneak up on their prey. Once their opponents are aware of their presence they use their dance of death to daze opponents and then bite.

**Dance of Death (Su):** The necrophidius shakes and swirls in a macabre maneuver called the dance of death. This maneuver has the same effect as a *daze* spell cast by a 2nd-level sorcerer (Will save, DC 10).

**Poison (Ex):** Bite, Fortitude save (DC 11); initial damage paralysis for one minute; no secondary damage.

**Skills:** Though constructed of bone the necrophidius is extremely quiet when it moves. It gains a +5 enhancement bonus to Move Silently checks.

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

### **Construction:**

A necrophidius costs 400 gp to create, including 100 gp for the physical components need to make the body of this killer. This cost includes all materials and spell components that are consumed by or become a permanent part of the creation.

The first step in the creation is a painstaking piecing together of the constitute bones, and then melding them together with a resin mixed with doppelganger blood. Creating the body requires both Knowledge (nature) and Craft sculpture (DC 12). The construction takes at least five days to complete, taking 10 with the Knowledge and Craft checks requires eight days, taking 20, requires ten days.

After the body is pieced together, it is animated by way of a complicated magic ritual that requires a 9th-level character with the Craft Wondrous Item feat. This ritual requires a 3 days to complete. The creator must labor for 8 hours each day in a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish.

A character not actively working on the construction or the ritual must rest and can perform no other activities except eating, sleeping, or talking. If he or she misses a day of the ritual the process fails, and it must be started anew; any gp spent on the failed ritual is lost (but not XP). The previous crafted body can be reused, as can the laboratory. On the last day of the ritual

Completing ritual requires casting *daze*, *cat's grace* and *mending* on the final day and drains 100 XP from the creator. He or she must cast the spells personally, but they can come from an outside source, such as scrolls.

## Appendix B: Critical Event Summary

### Introduction

Did the PCs demand compensation?	YES	NO
Did the PCs open the letter?	YES	NO
What path did they choose to follow?	RIVER	OVERLAND

### Encounter 1

Did the PCs interact with the Rhennee?	YES	NO
Did the PCs offend any Rhennee?	YES	NO

### Encounter 3

Did the PCs attempt to save Hammish?	YES	NO
Did they succeed in their attempt?	YES	NO
If they succeeded, which PC carried him ashore?	_____	

### Encounter 4

Did the party enter the briar?	YES	NO
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#### Area A

Did they enter the tomb?	YES	NO
Did they destroy part of the tomb (gate) in entering?	YES	NO
Did they rededicate the tomb on leaving?	YES	NO

#### Area B

Did they figure out what the pool was used for?	YES	NO
Did anyone use the pool?	YES	NO

#### Area D

Did they attempt to plunder the fake tomb?	YES	NO
Did they fall into the trap there?	YES	NO

#### Area E

Did the party kill the Necrophidius?	YES	NO
Did the party take the chain shirt?	YES	NO
If so, who has it?	_____	
What do else did the characters take?	_____	
Did the party re-consecrate the tomb?	YES	NO

### Encounter 7

Did the PCs combat the Knights?	YES	NO
Was the combat lethal or non-lethal?	LETHAL	NON-LETHAL
Did the PCs kill any of the Knights?	YES	NO
If so, which knights are dead?	_____	
Was the serf killed?	YES	NO
Was Lord Markus notified of the outcome?	YES	NO